# Play Styles

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# Play Styles

The following rules are included as options to supplement your HEXplore It gaming experience.

**Double Up** – This version of play presents adaptations to power up your heroes more quickly.

**Here are the changes you'll adopt for the Double Up game:**

1. Each time you gain Power Ups, gain twice the amount.
2. Each time you gain Ravager Crystals, gain twice the amount.
3. The group begins play with the Silt Skimmer (a Bazaar item).
4. The Ravager begins play in Act II.

**Quick Play** – This version of play is for beginners. It offers reduced play time and is great for families as well.

**Refer to Double Up changes (shown above) and add the following:**

1. Power Up cards are drawn and applied to all heroes as a group instead of individually.
2. Before the game begins, draw 3 Power Ups. Each hero gains their bonus.
3. Reduce all Encounter Vitals by 5 and Outlast by 3 (to a minimum of 1). Double this amount for Bosses.
4. The Ravager appears at the end of the 4th Game Turn instead of randomly rolling.
5. The group's Reputation matches each City-State during the entire game.

**Marathon** – Playing the marathon version prolongs the game, but also gives you the opportunity to interact with more game content. Expect the Marathon game to last 4-6 hours, or more.

**Here are the changes you'll adopt for the Marathon game:**

1. Players must achieve the 4th tier of Phorora's Special Action "Knowledge", but must gain 5 experiences in each of the 6 types. It is not necessary to turn in this achievement, only to have completed its requirement.
2. Players must destroy each Boss to win the game, but may do so in any order.
3. The Game Difficulty increases by 1 after the players defeat every other Boss (from Starter to Easy after Boss 1, to Moderate after Boss 3, etc).
4. The Ravager appears at the end of the 4th Game Turn instead of randomly rolling.
5. The Ravager always Appears, Waits, then Disappears back underground, as if it were Act 1.
6. Act II begins when there are 9 Remnants placed.
7. Act III begins when there are 18 Remnants placed.

**Multiple Heroes** – If you'd like to create two heroes and play both, ask the other players if they mind. If the group agrees to this style of play, any player can play two separate heroes at once.

**One Player** – There are two ways to play using this style. The first is as Multiple Heroes. This is the easier option and requires no special rule changes. You will treat the game as if it were a two player game.

The second way to play the one player game is to do so with only one hero. **Here are the changes you'll adopt for the One Player / One Hero game:**

1. When setting up, search for a HOTtile with an Oasis, and place it adjacent to the opposite Hero Starting Location.
2. Begin the game with a Resurrection Contract.
3. During the Declaration phase of combat you may choose to spend 1 Energy to perform the Defend action at half rank and take another action simultaneously. You may still only use one item per turn.
4. When rolling Skill dice (only Skill dice) to attempt a Caravan Event or Mission, roll twice and apply both results.

If you find this play style is too difficult with the hero of your choice, try combining it with the Double Up play style.

**Splitting Groups** – This version of play presents adaptations to allow the heroes to split up into groups. The Merchant Role makes use of these rules, but they can be used in a broader fashion to break the heroes into 2 or 3 independently moving groups. Please note that this play style is only advisable for advanced players.

**Here are the changes you'll adopt for the Splitting Up game:**

1. Heroes may split into 2 or 3 individual groups (more than 3 groups is not recommended).
2. Each group should be represented by a miniature or token of your choice.
3. Each group plays each phase of their Game Turn, one phase at a time, until all groups have finished their Event phase.
4. The Villain phase is played only once, after all groups have completed their Event phase.
5. Group Rewards are shared by all players, regardless of where the groups are on the map.
6. Single Rewards are divvied only to those in the group who gained them.
7. Group items and group Currency are always shared, regardless of where the groups are on the map.
8. When purchasing Group items, the cost is reflective of all heroes in the game.
9. If combat (or another group event) is triggered for one group, the other group(s) cannot participate.
10. Treasures (or other unique items) are not duplicated when groups split. They are held by only one hero, and benefit only that hero's group.

**Conjoined Wastes** – This version conjoins the Quadrants, HOTtiles, and HEXtiles into one area.

**Here are the changes you'll adopt for the Conjoined Wastes game:**

1. All map pieces are considered to be a part of the Wastes.
2. When the heroes move to any map border, they may choose to reveal any type of map piece.
3. During setup, place the four Quadrants in any location or orientation. The heroes begin in one of the two Hero Starting Locations as usual, placing a new map tile adjacent to it if necessary.
4. The Ravager's turn cycle does not change throughout the game: it always Appears then Disappears.
5. Begin the game in Act II. Act III begins when there are 14 or more Remnants placed on the board.
6. The Ravager appears on the board as stated for Act II on page 43 of the Core Rule book.

DUAL
VOTDK + SOS

# Dual Boards: VotDK + SoS

If you have both the Valley of the Dead King and the Sands of Shurax, you can integrate the two games to play both at once. Playing this Dual Boards version will give you an entirely different play experience. Both Core games and their Expansions may be used in this play style.

You'll have to take care to avoid both the Dead King and the Ravager. One of the two villains will eventually overpower the other! Amass your strength as quickly as you can, for you'll have to face both in order to win the game.

## Game Setup

1. Combine the four quadrants from each game and place in any orientation you choose to create your map. SoS Quadrants no longer need to touch the sides of the SoS bars. Shuffle and place the HEXtiles from each game face down in one stack.
2. Draw 1 HOTtile and place it on one side of the map. Surround that HOTtile with 6 more until there are 7 bundled up. Place another 7 in the same orientation on the other side of the map. Then, connect each bundle to one of the four terrain hex sections on each of the bars. Set the remaining HOTtiles aside. See the layout example at right.
3. Shuffle the SoS Power Up deck and the SoS Mutation deck, and set both aside.
4. Place the SoS Caravan bar and SoS Circumstance bar on opposite sides of the Quadrants. Use both Bar Extenders for this game.

*Example Map Layout A*

There are 2 Wastes regions in this dual game, and each may connect to the other map tiles as if they were HEXtiles.

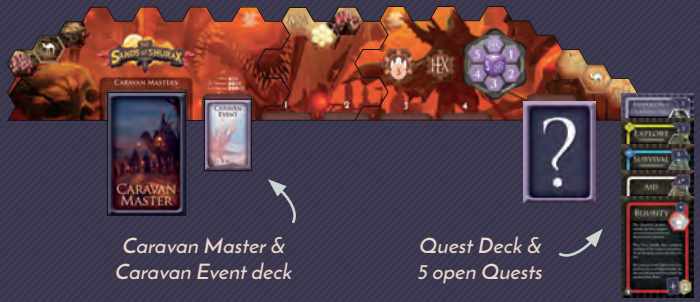
Place the 8 Quadrants in any orientation you choose. This decision can impact the Dead King's chances of winning. In this setup, the Dead King will have a slight advantage over the Ravager because the Cities are close together. See page 18 for more information on initial map layouts and how they affect the Dead King.

5. Place the Caravan Master deck and the Caravan Event deck on their respective slots. Place the VotDK Quest deck on the Mutation deck slot. Draw five Quests and place face up, stacked, next to the Quest deck.

6. Shuffle and place each of the four Mission decks. Flip over the top card in each deck.

7. Shuffle the SoS Power Up deck and place face down on the Power Up slot. The VotDK Power Up deck is not used.

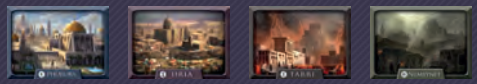
8. Shuffle the SoS and VotDK Circumstance decks together into one deck, then place it face down on the 5-hex slot. Draw two Circumstances and place each face up on each of the four open slots until you have a total of 8 revealed Circumstances




*Caravan Master & Caravan Event deck*

*Quest Deck & 5 open Quests*

*Mission Decks & 1 open Mission on each*



*SoS Power Up Deck*

*Both SoS & VotDK Circumstance Decks*

## Starting Location, Equipment, & Valor

- Roll any die at the beginning of the game:
  - If you roll an odd number, your heroes begin in a City-State in Shurax. Gain the starting items from SoS.
  - If you roll an even number, your heroes begin in a City in the Valley. Gain the starting items from VotDK.
- Additionally, the heroes gain a Movement item based on their location:
  - If you begin in a City-State, the heroes gain a Silt Skimmer.
  - If you begin in a City, the heroes gain Reliable Mounts.
- Gain the bonuses from either the SoS or the VotDK Valor tables (not both).

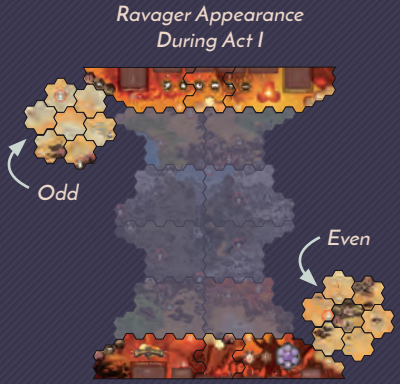
# Altered Rules

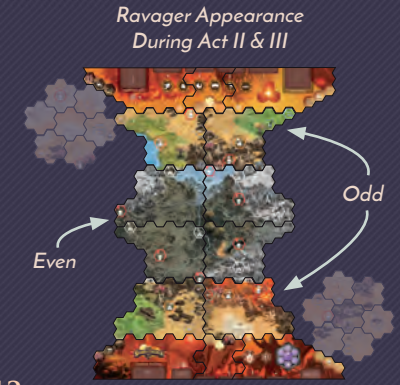
## The Ravager & Acts

The Ravager's Game Turn cycle does not change between Acts. It will always Appear, then Disappear in a 2-turn cycle. Each time the Ravager appears on the board, roll any die. Its appearance location will change based on the Act, and the result of the roll. The below table shows where the Ravager appears, and how the die result is resolved.

| Act | Appears in | Roll Any Die | Game Turn Cycle (Game Turn 1, Game Turn 2) |
|---|---|---|---|
| I | The Wastes only | **Odd:** 1st Wastes, **Even:** 2nd Wastes | Ravager Appears, Ravager Disappears |
| II | Quadrants & HEXtiles | **Odd:** Shurax, **Even:** Valley | Ravager Appears, Ravager Disappears |
| III | Quadrants & HEXtiles | **Odd:** Shurax, **Even:** Valley | Ravager Appears, Ravager Disappears |

- Act II triggers when there are 6 or more Remnants in the Wastes.
- Act III triggers after the second Villain Event (see page 16).




## Act I Ravager Appearance

During Act I, the Ravager only appears in the Wastes. At the beginning of the Villain phase when it would appear, roll any die. If the result is odd, it appears on one side. If even, it appears on the other side. It always appears in the middle HOTtile first. On subsequent appearances, roll the Wander die to determine the direction normally. The Ravager may reveal new HOTtiles when appearing in the Wastes.

## Acts II & III Ravager Appearance

During Acts II and III, the Ravager only appears in the Quadrants or HEXtiles. At the beginning of the Villain phase when it would appear, roll any die. If the result is odd, the Ravager appears in Shurax. If even, it appears in the Valley.

**Sands of Shurax Appearance -** Resolve the Sands appearance by rolling a four-sided die to determine the Quadrant, then roll to determine the Ravager Node normally.

**Valley Appearance -** When the Ravager appears in the Valley, draw a card from the Quest deck until a Quest location is revealed that doesn't already contain a Remnant or Fallen City. The Ravager appears over that location (in any orientation you choose). If the placement would be on a HEXtile not yet revealed, search for the map tile and place it adjacent to the map in any location you'd like. Discard the revealed Quest after.

## Win Scenarios

- Both the Ravager and Dead King must be vanquished to win this game.
- Only the Phorora and Nemsynet win scenarios apply in this play style (the Ravager must be killed or subdued).

## Game Difficulty

- Use the Sands of Shurax Game Difficulty increase only.

## Circumstances

When you roll for a Circumstance, roll a ten-sided die instead of the six-sided die. See the graphic above to determine which card is played based on your roll. If you roll a 9 or a 10, draw two Circumstances from the combined deck. You must play both.

If you roll any other number, the group may choose to face both Circumstances that appear in the slot, beginning with the result rolled. If both Circumstances are Encounters, resolve both in one combat. When you use an effect to cycle these cards, you're cycling the slots, so using a Luck Stone on slot 3 (numbers 5 and 6) would discard all cards in that slot.

## Quests

- City-States and Caravansaries are treated as if they were Cities for the purposes of turning in Quests.
- Refilling Quests: Each time the heroes visit a City or City-State, refill the open Quests to 5 cards.

## The Map & Revealing new Map Tiles

- The Wastes may connect with the other map pieces.
- The heroes may choose to place HEXtiles, HOTtiles, or smaller map pieces when they move to any map border. If a HEXtile or HOTtile is chosen, draw one randomly from the stack.
- The Ravager may reveal new HOTtiles when appearing in the Wastes.

## Game Locations

- **Caravansaries:** Items available in Cities worth 3 Gold or less are also available in Caravansaries.
- **City-States:** All items available in Cities are also available in the Bazaar.
- **Cities:** All items available in the Bazaar are also available in Cities. Additionally, the heroes may enter the Arena or play Scarabs during the Event phase while in any City (or while in the Black Market).
- **Shrines:** Shrines are considered to be Caravansaries also.
- **Ruins:** When facing the 9th Ruin Event "Boss Lair", randomly decide a tied result between Boss Levels. Additionally, a result of the 10th Ruin Event "Terrible Portal" is instead changed to 9 "Boss Lair".
- **Bezzelquark's Black Market:** When rolling to open the Black Market, include all SoS Bosses you've vanquished. Bezzelquark also sells Platinum at the rate of 100 Gold for 1 Platinum.

## Special Locations:

**Ruins/ Ruined Village**

Ruined Villages are also considered to be Ruins, and vice versa.

**City-State of Phorora**

Phorora is also considered to be a Shrine.

**Dwarven Fortress**

The heroes may participate in a game of Scarabs or the Arena during the Event phase while in a Dwarven Fortress.

**The Cryovern & Zym the Phoenix**

The Cryovern (Boss 8) and Zym the Phoenix (Boss 9) are interchangeable with each other. Their Boss locations may contain either Boss (the heroes may decide).

## Villains:

- Both the Ravager and the Dead King first appear on the board as per normal rules. Roll a four-sided die for the Ravager and a six-sided die for the Dead King. A result of a hex triggers their initial appearance. Each subsequent Game Turn during the Villain phase, the number required drops by 1.
- The heroes may not target the Dead King or the Ravager until they have increased the Game Difficulty to Moderate. The Bosses will not target or initiate combat with the heroes until after the second Villain Event (see page 16).
- If the heroes share a location with the Dead King or the Ravager before they can face them, they are forced to Wander away from that location.
- The Dead King moves at a speed of 2 + 1 for every Fallen City and does not pause to select a new target. Instead, he will select a target and move in the same Game Turn.

## Reputation:

- Each of the six Cities have Neutral Reputation. The heroes do not get discounts from Reputation in these locations.

## Caravan Journeys:

- Each time the heroes embark on a Caravan Journey, randomly roll for a Caravan destination. Roll a ten-sided die and consult the table on the right.
- If the destination has become a Fallen City or a Remnant, reroll for the Caravan's destination.
- If you roll 3 times without an available destination, the Caravan does not have a destination. The Caravan Master may only be Bribed to move.

### Random Caravan Destinations

| | |
|---|---|
| HEX | Phorora |
| 2 | Dria |
| 3 | Tarri |
| 4 | Nemsynet |
| 5 | Fain'hil, City of Silver |
| 6 | Dragon's Port |
| 7 | Rokk'to Encampment |
| 8 | Stormwrath Moot-home |
| 9 | Hagh-Grindish |
| 10 | Restwind Dale |

## Villain Events

When each of these events occur, alter the game as indicated below:

**If the Dead King gains 3 Fallen Cities first:** Randomly place 2 Remnants in the Wastes, revealing new HOTtiles if necessary.

**If the Ravager places 5 Remnants first:** The Dead King's movement speed increases by 1 for the rest of the game.

**When 6 Fallen Cities or 10 Remnants are placed:** The Dead King immediately targets the City-State of Tarri (even if there is a Remnant covering it). When he arrives, he performs a ritual, draining the Ravager of its power and turning it into an Undead Creature. If 10 Remnants have been placed before he arrives there, the Dead King is affected by the Ravager's Irradiation.

**If the heroes defeat the Dead King or the Ravager before one of the above events:** Draw 2 Power Up cards and give twice the bonus to each hero. Immediately advance the game to the second Villain Event. Ignore any further effects that relate to combat with the vanquished villain.

## One Boss to rule them All

When the second Villain Event occurs, check to see which of the two overcomes the other.

### If the Dead King turns the Ravager into an Undead Creature:

- Act III begins.
- Remove the Dead King miniature from the board.
- The Ravager's type is changed to Titanic Undead Creature.
- Each time the Ravager Emerges, place a Fallen City token on a random City-State.
- The Dead King now follows the Ravager, consuming life wherever he finds it.
- The heroes must first destroy the Ravager, and then immediately battle the Dead King. Healing is not possible between battles.
- The Dead King's first Mutation is **Immortal**: Increase his Vitals by 10 per hero. If the Dead King is alive with 10 or less Health at the end of each round, he immediately Raises 30 Health.
- The Dead King's attacks and Conditions deal 1 extra damage.

### If the Ravager's irradiation overtakes the Dead King:

- Act III begins.
- The Ravager's attacks and Conditions deal 2 extra damage.
- The Dead King's movement speed is now 6 until the end of the game. The heroes are now his target until the game ends.
- The Ravager now emerges in Fallen Cities. Randomly determine a Fallen City when the Ravager emerges and replace it with a Crystal Tower (in any orientation you choose).
- When there are no Fallen Cities left, the Ravager appears on the heroes' location each turn.

If you feel you're powerful enough, you can choose to fight both Bosses at the same time during the final battle.

# Example Map Layouts

The Dead King relies on moving from City to City across the board. Initial map setups can either help or hinder the Dead King's advancement.

Let's examine a few scenarios. The below graph shows the distance (in hexes) between Cities, and the likelihood the Dead King will overcome the Ravager. Map layout A is shown on page 9.

| | Farthest Distance | Least Distance | Average Distance | Favored Villain |
|---|---|---|---|---|
| A | 16 | 5 | 9 | Dead King |
| B | 27 | 5 | 12 | Fair fight |
| C | 22 | 5 | 14 | Ravager |
| D | 19 | 4 | 10 | Fair fight |
| E | 18 | 5 | 11 | Fair fight |

B

C

D

E

DUAL
FOA + SOS

# Dual Boards: FoA + SoS

If you have both the Forests of Adrimon and the Sands of Shurax, you can integrate the two games to play both at once. Playing this Dual Boards version will give you an entirely different play experience. Both Core games and their Expansions may be used in this play style.

You'll have to take care to avoid Adrimon's influence and the Ravager. One of the two villains will eventually overpower the other! Amass your strength as quickly as you can, for you'll have to face both in order to win the game.

## Game Setup

1. Combine the four quadrants from each game and place in any orientation you choose to create your map. SoS Quadrants no longer need to touch the sides of the SoS bars. Shuffle and place the HEXtiles from each game face down in one stack.
2. Draw 1 HOTtile and place it on one side of the map. Surround that HOTtile with 6 more until there are 7 bundled up. Place another 7 in the same orientation on the other side of the map. Then, connect each bundle to one of the four terrain hex sections on each of the bars. Set the remaining HOTtiles aside. See the layout example at right.
3. Shuffle the SoS Power Up deck, the SoS Mutation deck, and the FoA Relic deck and set aside.
4. Place the SoS Caravan bar and SoS Circumstance bar on opposite sides of the Quadrants. Use both Bar Extenders for this game.

There are 2 Wastes regions in this dual game, and each may connect to the other map tiles as if they were HEXtiles.
Place the 8 Quadrants in any orientation you choose. This decision will not impact how the main villains interact with one another.

5. Place the Caravan Master deck and the Caravan Event deck on their respective slots. Place the FoA Destination deck on the Mutation deck slot. Draw five Destinations and place face up, stacked, next to the Destination deck.

6. Shuffle and place each of the four Mission decks. Flip over the top card in each deck.

7. Shuffle the SoS Power Up deck and place face down on the Power Up slot. The FoA Power Up deck is not used.

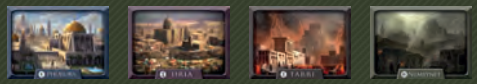
8. Shuffle the FoA Relic deck and set aside. All Relics are used in this game.

9. Shuffle the SoS and FoA Circumstance decks together into one deck, then place it face down on the 5-hex slot. Draw two Circumstances and place each face up on each of the four open slots until you have a total of 8 revealed Circumstances.

*Caravan Master & Caravan Event deck*

*Destination Deck & 5 open Destinations*

*Mission Decks & 1 open Mission on each*



*SoS Power Up Deck*

*Both SoS & FoA Circumstance Decks*

## Starting Location, Equipment, & Valor

- Roll any die at the beginning of the game:
  - If you roll an odd number, your heroes begin in a City-State in Shurax. Gain the starting items from SoS.
  - If you roll an even number, your heroes begin outside an Enthralled City in the Forest. Gain the starting items from FoA.
- Additionally, the heroes gain a Movement item based on their location:
  - If you begin in a City-State, the heroes gain a Silt Skimmer.
  - If you begin outside an Enthralled City, the heroes gain Elven Riding Saddles.
- Gain the bonuses from either the SoS or the FoA Valor tables (not both).

# Altered Rules

## The Ravager & Acts

The Ravager's Game Turn cycle does not change between Acts. It will always Appear, then Disappear in a 2-turn cycle. Each time the Ravager appears on the board, roll any die. Its appearance location will change based on the Act, and the result of the roll. The below table shows where the Ravager appears, and how the die result is resolved.

| Act | Appears in | Roll Any Die | Game Turn Cycle (Game Turn 1, Game Turn 2) |
|---|---|---|---|
| I | The Wastes only | **Odd:** 1st Wastes, **Even:** 2nd Wastes | Ravager Appears, Ravager Disappears |
| II | Quadrants & HEXtiles | **Odd:** Shurax, **Even:** Forests | Ravager Appears, Ravager Disappears |
| III | Quadrants & HEXtiles | **Odd:** Shurax, **Even:** Forests | Ravager Appears, Ravager Disappears |

- Act II triggers when there are 6 or more Remnants in the Wastes.
- Act III triggers after the second Villain Event (see page 16).

*Ravager Appearance During Act I*

*Ravager Appearance During Act II & III*

## Act I Ravager Appearance

During Act I, the Ravager only appears in the Wastes. At the beginning of the Villain phase when it would appear, roll any die. If the result is odd, it appears on one side. If even, it appears on the other side. It always appears in the middle HOTtile first. On subsequent appearances, roll the Wander die to determine the direction normally. The Ravager may reveal new HOTtiles when appearing in the Wastes.

## Acts II & III Ravager Appearance

During Acts II and III, the Ravager only appears in the Quadrants or HEXtiles. At the beginning of the Villain phase when it would appear, roll any die. If the result is odd, the Ravager appears in Shurax. If even, it appears in the Valley.

**Sands of Shurax Appearance -** Resolve the Sands appearance by rolling a four-sided die to determine the Quadrant, then roll to determine the Ravager Node normally.

**Forest Appearance -** When the Ravager appears in the Forest, draw a card from the Destination deck until a Destination location is revealed that doesn't already contain a Remnant. The Ravager appears over that location (in any orientation you choose). If the placement would be on a HEXtile not yet revealed, search for the map tile and place it adjacent to the map in any location you'd like. Discard the revealed Destination after.

## Win Scenarios

- Both the Ravager and Adrimon must be vanquished to win this game.
- Only the Phorora and Nemsynet win scenarios apply in this play style (the Ravager must be killed or subdued).

## Game Difficulty

- Use only the Sands of Shurax Game Difficulty to determine opponent Mutations and Vital / damage increases.
- Players gain the Game Difficulty benefits from both the Sands of Shurax and the Forests of Adrimon.

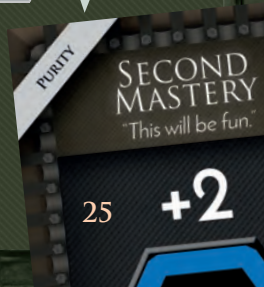
## Circumstances

When you roll for a Circumstance, roll a ten-sided die instead of the six-sided die. See the graphic above to determine which card is played based on your roll. If you roll a 9 or a 10, draw two Circumstances from the combined deck. You must play both.

If you roll any other number, the group may choose to face both Circumstances that appear in the slot, beginning with the result rolled. If both Circumstances are Encounters, resolve both in one combat.

## Power Up Cards

- Each time the heroes draw a Power Up card with the Purity ribbon, increase the Fate Tracker by 1 as if you had drawn a card with the Magi's Fate Tracker Symbol.




## Destinations and Relics

- Refilling Destinations: Each time the heroes visit a Waypost or City-State, refill the open Destinations to 5 cards.
- Relics: When the heroes obtain enough Fragments to craft a Relic, that Relic becomes craftable in the first Battle Site available, starting with Battle Site 1. The Paragon's Hall is treated as a 5th Battle Site.

## The Map & Revealing new Map Tiles

- The Wastes may connect with the other map pieces.
- The heroes may choose to place HEXtiles, HOTtiles, or smaller map pieces when they move to any map border. If a HEXtile or HOTtile is chosen, draw one randomly from the stack.
- The Ravager may reveal new HOTtiles when appearing in the Wastes.

## Game Locations

- **Caravansaries:** Items available in Wayposts worth 3 Gold or less are also available in Caravansaries.
- **City-States:** All items available in Wayposts are also available in the Bazaar (this includes Nature's Essence).
- **Wayposts:** All items available in the Bazaar are also available in Wayposts. Additionally, the heroes may enter the Arena or play Scarabs during the Event phase while in any Waypost.
- **Oases:** Each Oasis is also a Grove Portal. The HEX position is the entry and exit hex for all Oases.

## Items:

- Stealth Boots also provide a -1 bonus to Stat Tests made in the Arena.

## Special Locations:

Oasis Grove Portals

City-State of Dria

One Relic may also be crafted in Dria as if the City-State were a Battlesite (of any number).

City-State of Nemsynet

Heroes may choose to Search for Gear in the many vacant slums of Nemsynet instead of Schooling and Sparring, as if it were an Enthralled City. Do not roll on the Fate Effect table. Instead roll the Pyramid. If the result is a hex, face the Nemsynet Guards. You many only Search for Gear Upgrades (not items).

## Bosses:

- Zym the Phoenix (Boss 9) may be Influenced. Its Influence value is 120. If you successfully influence Zym, it imparts some of its essence into each hero. Until the end of the game, each hero gains the ability to **Heal** Health as if using the Wand of Ashes item. You still must use the Energy to do so.

## Villains:

- The heroes may not target Adrimon or the Ravager until they have increased the Game Difficulty to Moderate. The Bosses will not target or initiate combat with the heroes until after the second Villain Event (see page 28).
- The game is lost if the heroes travel to the center hex of the Acropolis before they can face Adrimon.
- If the heroes share a location with the Ravager before they can face it, they are forced to Wander away from that location.

## Reputation:

- Each Waypost has Neutral Reputation. The heroes do not get discounts from Reputation in these locations.

## Caravan Journeys:

- Each time the heroes embark on a Caravan Journey, randomly roll for a Caravan destination. Roll a ten-sided die and consult the table on the right.
- If the destination has become a Remnant, reroll for the Caravan's destination.
- If the destination is a Grove Portal and the portals are currently closed, reroll for the Caravan's destination.
- If you roll 3 times without an available destination, the Caravan does not have a destination. The Caravan Master may only be Bribed to move.

### Random Caravan Destinations

| | |
|---|---|
| HEX | Phorora |
| 2 | Dria |
| 3 | Tarri |
| 4 | Nemsynet |
| 5 | Grove Portal 1 |
| 6 | Grove Portal 2 |
| 7 | Grove Portal 3 |
| 8 | Grove Portal 4 |
| 9 | Grove Portal 5 |
| 10 | Grove Portal HEX |

## Villain Events

When each of these events occur, alter the game as indicated below:

**If the Magi's Fate Cycle becomes 3 first:** Randomly place 2 Remnants in the Wastes, revealing new HOTtiles if necessary.

**If the Ravager places 6 Remnants first:** Increase the Fate Cycle by 1.

**When the Fate Cycle becomes 6, or 10 Remnants are placed:** Adrimon attempts to mindwipe the Ravager. Roll the Fate die and add the Fate Cycle. If the result is higher than the number of Remnants on the board, Adrimon has mindwiped the Ravager. If the result is equal to or lower, the Ravager recognizes Adrimon's influence. During the next Villain phase, it emerges from under the Acropolis, destroying it.

**If the heroes defeat Adrimon or the Ravager before one of the above events:** Draw 2 Power Up cards and give twice the bonus to each hero. Immediately advance the game to the second Villain Event. Ignore any further effects that relate to combat with the vanquished villain.

## One Boss to rule them All

When the second Villain Event occurs, check to see which of the two overcomes the other.

### If Adrimon mindwipes the Ravager:

- Act III begins. The Fate Cycle increases by 1, and the Fate Tracker now advances by 2 every Game Turn instead of 1 for the remainder of the game.
- Adrimon's attacks and Conditions deal 1 extra damage.
- Adrimon's whereabouts are unknown. She cannot be found in the Acropolis.
- The Magi commands the Ravager to target the heroes. It appears on the heroes' location each Game Turn until the end of the game.
- The moment the heroes defeat the Ravager, the Magi **Teleports** to the heroes' location and initiates the final combat. **Healing** is not possible between battles.

### If the Ravager destroys Adrimon's Acropolis:

- Act III begins. Remove Adrimon's Acropolis from play, then place 2 Remnants (without a Crystal Tower) over that location in any orientation you wish.
- The Fate Spool has been destroyed. The Fate Tracker no longer increases at the end of the Game Turn, but may increase when facing Adrimon.
- Adrimon's first Mutation is Phasing.
- Adrimon **Teleports** to the heroes' location and initiates combat with them during the Villain phase each Game Turn until the end of the game. The moment the heroes defeat her, the Ravager emerges on the heroes' location and initiates the final combat. **Healing** is not possible between battles.
- The Ravager's attacks and Conditions deal 2 extra damage.

If you feel you're powerful enough, you can choose to fight both Bosses at the same time during the final battle.

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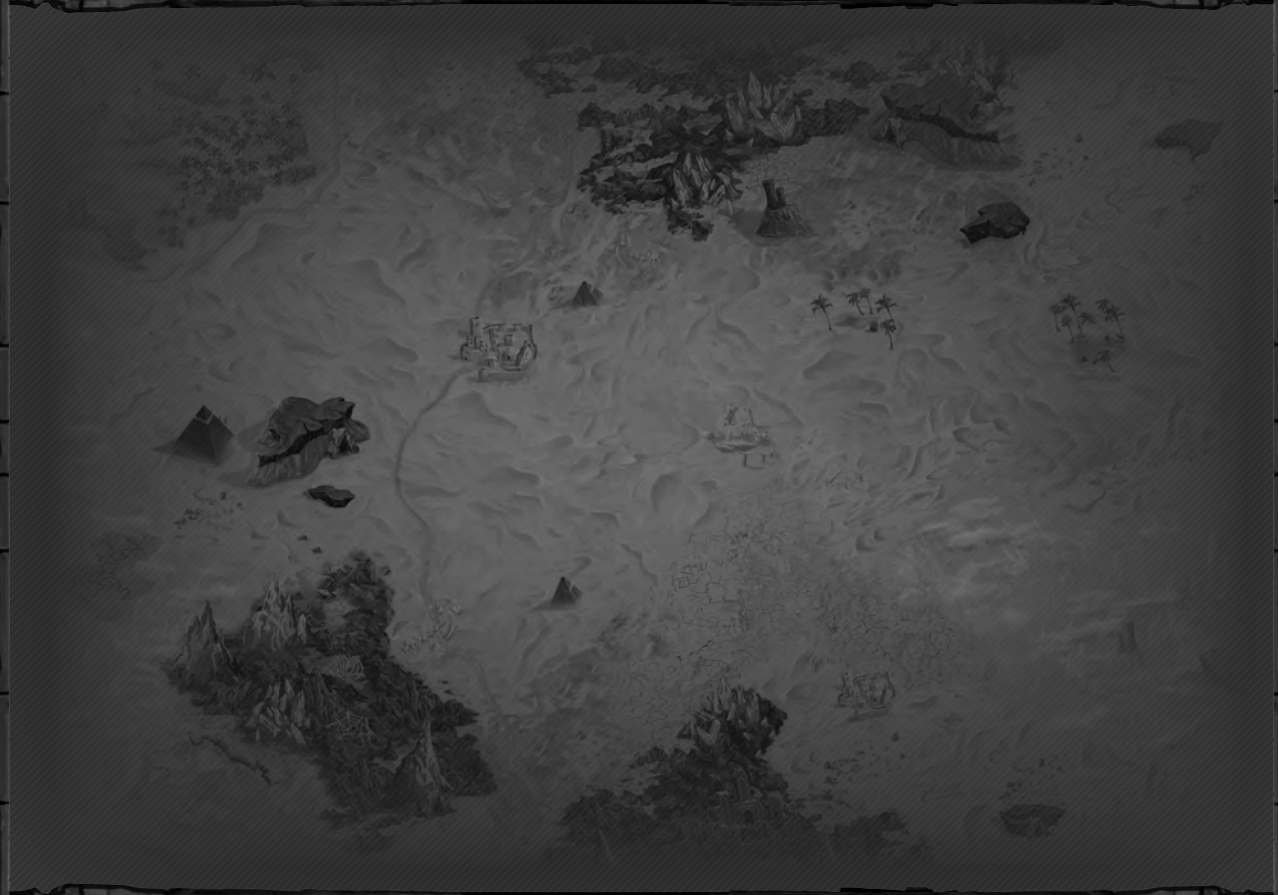
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